Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1.   (Currently Amended)   A method of watermarking a video signal by applying a watermarking function to motion vectors calculated by estimation of movement between images of the video signal, the method comprising the following steps:

- applying the watermarking function to at least some of the calculated motion vectors; and

- generating the watermarked video signal by compensating movement with the aid of the watermarked motion vectors,

the watermarking function being applied with the aid of a binary marking key, each bit of which is associated with at least one selected motion vector, wherein, in order to apply the watermarking function, the method further comprises the following steps:

- marking the coordinates of the selected motion vector ($\vec{V}$) in a reference space divided into a plurality of predetermined portions;

- defining two complementary zones Z_0 and Z_1 in each portion, one of the two zones being situated inside the other one;

- assigning a binary value to each of the two zones; and

- ~~where necessary,~~ if the coordinates of the selected motion vector are in the zone of the portion to which it belongs, of binary value which corresponds to the bit of the marking key with which the selected motion vector is associated, not modifying the coordinates of the selected motion vector;

- if the coordinates of the selected motion vector are not in the zone of the portion to which it belongs, of binary value which corresponds to the bit of the marking key

with which the selected motion vector is associated, modifying the coordinates of the selected

motion vector so that it is in the ~~zone of the portion to which it belongs,~~ zone, of binary value

which corresponds to the bit of the marking key with which the selected motion vector is

associated.

2.   (Currently Amended) ~~A~~The method according to claim 1 for watermarking a

video signal, wherein the reference ~~partition~~ space is a reference grid including blocks with

predefined dimensions, each block including first and second zones.

3.   (Currently Amended) ~~A~~The method according to claim 1 for watermarking a

video signal, the method including the following steps:

            - calculating a hierarchical plurality of successive levels of motion vectors, the

motion vectors of a given level each being associated with a plurality of motion vectors of the

next lower level;

            - selecting at least some of the motion vectors belonging to the highest level;

            - applying the watermarking function to each selected motion vector, leading

to calculating a modification parameter for said motion vector; and

            - applying the modification parameter of the selected motion vector to the

motion vectors of a lower level associated with said motion vector.

4.   (Currently Amended) ~~A~~The method according to claim 3 for watermarking a

video signal, wherein the motion vectors of a given level are each equal to the average of the

motion vectors of the next lower level with which they are associated.

5.   (Currently Amended) ~~A~~The method according to claim 3 for watermarking a

video signal, the method including a step of calculating a hierarchy of two successive levels

of motion vectors, each motion vector of the higher level being associated with four motion

vectors of the lower level.

6.   (Currently Amended) ~~A~~The method according to claim 1 for watermarking a video signal, wherein the first and second zones have substantially equal areas.

7.   (Currently Amended) ~~A~~The method according to ~~claim 1~~ claim 2 for watermarking a video signal, wherein a sub-block centered inside the block is defined in each block of the reference grid, the first zone being defined by the interior of the sub-block and the second zone being the zone in the block complementary to the first zone.

8.   (Currently Amended) ~~A~~The method according to claim 7 for watermarking a video signal, wherein the blocks and sub-blocks of the reference grid are rectangular.

9.   (Currently Amended) ~~A~~The method according to claim 1 for watermarking a video signal, wherein the modification, if any, applied to the selected motion vector ($\vec{V}$) is a weighted symmetry.

10.   (Currently Amended) ~~A~~The method according to claim 8 for watermarking a video signal, wherein the modification, if any, applied to the selected motion vector ($\vec{V}$) is either a weighted central symmetry relative to one of the vertices of the sub-block or a weighted axial symmetry relative to one of the sides of the sub-block.

11.   (Currently Amended) ~~A~~The method according to claim 1 for watermarking a video signal, wherein each bit of the binary marking key is associated with a plurality of selected motion vectors.

12.   (Currently Amended) ~~A~~The method according to claim 1 for watermarking a video signal, wherein some of the bits of the binary marking key are associated with motion vectors calculated by motion estimation between two images of the video signal, and wherein at least one other portion of the bits of the binary marking key is associated with motion vectors calculated by motion estimation between at least two other images of the video signal.

13.   (Currently Amended) A device for watermarking a video signal, the device including means for implementing a-the method according to claim 1.

14.   (Currently Amended) A computer readable data medium, including means for storing a video signal watermarked with the aid of a-the method according to claim 1.

15.   (Currently Amended) A method of extracting watermarking from a video signal watermarked by applying a-the method according to claim 1, which extraction method comprises applying a function for extracting the binary marking key, and consisting in: key comprising:

                    - selecting the watermarked vectors;

                    - marking the coordinates of each watermarked motion vector in the reference partition; space; and

                    - assigning the binary value of the zone in which the watermarked vector is situated to the bit of the marking key with which the selected motion vector is associated.

16.   (Currently Amended) AThe method according to claim 15 for extracting the watermarking from a-from the video signal-signal, the video signal further watermarked by applying a method according to claim 3, the following steps:

                    - calculating a hierarchical plurality of successive levels of motion vectors, the motion vectors of a given level each being associated with a plurality of motion vectors of the next lower level;

                    - selecting at least some of the motion vectors belonging to the highest level;

                    - applying the watermarking function to each selected motion vector, leading to calculating a modification parameter for said motion vector; and

                    - applying the modification parameter of the selected motion vector to the motion vectors of a lower level associated with said motion vector;

_____wherein, for each motion vector of the highest level selected on application of the watermarking method, the following steps are applied:

- extracting the watermarked motion vectors associated with said motion vector;

- calculating an average vector equal to the average of the watermarked motion vectors associated with said motion vector; and

- applying the marking key extraction function to the calculated average vector.

17.   (Currently Amended) A device for extracting the watermarking from a video signal, the device including means for implementing a-the method according to claim 15.

18.   (New) The method according to claim 9, for watermarking a video signal, wherein the modification, if any, applied to the selected motion vector ($\vec{V}$) is either a weighted central symmetry relative to one of the vertices of the sub-block or a weighted axial symmetry relative to one of the sides of the sub-block.